

Franklin®

MWD-1450

Merriam-Webster's
Dictionary & Thesaurus

User's Guide
BOOKMAN® III

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Key Guide



Touch Keys

DICT	Goes to the dictionary.
THES	Goes to the thesaurus.
GAMES	Goes to the Games menu.
LEARN	Goes to the Learning Exercises menu.
CONF	Displays Confusables for an entry.
CLOCK	Goes to the Clock.
DATA	Goes to the Databank menu.
CALC	Goes to the Calculator.
CONV	Goes to the Converter.
CURR	Goes to the Currency Converter.

Combination Keys*


 +  or  At a dictionary entry, pages up or down.

 +  or  At a dictionary entry, displays the next or previous entry.



 +  Transfers a word between books.

 + **J** Types a hyphen.


 + **M** Types an @.

 + **?** Types an apostrophe.


 + **_** Types a slash.

 +  At the Word Entry screen, types an asterisk to stand for a series of letters in a word. In games, gives a hint.

Function Keys

 Turns the product on or off.

 Displays a help message.

 In the dictionary, goes to the Word Entry screen. Clears the Calculator. In the Converter

**Hold the first key while pressing the second.*

Key Guide

BACK

and Databank, goes to its main menu.

ENTER

Backs up, erases a letter, or turns off the highlight at an entry.



Enters a word, selects an item, or begins a highlight in an entry.

Goes to the Organizer: Clock, Databank, Calculator, Converter and Currency Converter.

MENU

Displays the main menus for the dictionary.

?*

At the Word Entry screen, types a ? to stand for a letter in a word. At a menu, displays a menu item. At a dictionary entry, displays the headword. In games, reveals the word and forfeits the game.

CAP

Shifts to type capital letters and punctuation marks.

FN

Shifts to allow prev, next, pg up, pg dn and to type a hyphen (-) or ñ.

CARD

Exits the book you were reading.

Direction Keys



Move in the indicated direction.

SPACE

At menus and dictionary entries, pages down. At the Word Entry screen, types a space.

Installing Batteries

Your product is powered by two CR-2032 lithium, 3-volt batteries. Follow these easy instructions to install or replace them.

1. Turn your product over.
2. Lift the battery cover on the back of your product by pushing up on the catch.
3. Install the batteries with the positive side facing up.
4. Replace the battery cover.

Warning: If the batteries wear-out completely, or if you take more than approximately a minute while changing the batteries, any information that was entered in the built-in book or book card except *My Word List* will be erased. You should always keep written copies of your important information.

For Your Information

✓ Follow the Arrows

The flashing arrows on the right of the screen show which arrow keys you can press to move around menus or view more text.

✓ Help is Always at Hand

You can view a help message at any screen by pressing **HELP**. Press ⏪ or ⏩ to read. To exit help, press **BACK**.

✓ About Screen Illustrations

Some screen illustrations in this User's Guide may differ slightly from what you see on screen. this does not mean that your unit is malfunctioning.

Installing Book Cards

1. Turn your product off and turn your product over.
2. Align the tabs on the book card with the notches in the slot.
3. Press the book card down until it snaps into place.

Warning: Never install or remove a book card while your product is on. Any information that was entered in the built-in book or book card will be erased.



Selecting a Book

Once a book card is installed in the product, you can select which book you want to use.

1. Turn your product on.
2. Press **CARD**.

Icons appear for each available book.



3. Press  or  to highlight your selection.
4. Press **ENTER** to select it.
5. Press **CARD** to return to the card menu.

Using the Main Menu

When you press **MENU**, you will see six icons. Use these to quickly take you to different parts of your dictionary. Use the arrow keys to highlight the icon you want and press **ENTER**.



Understanding the Menu



Goes to the dictionary Word Entry screen.



Goes to the thesaurus Word Entry screen.



Goes to the Exercises menu (for Learning Exercises).



Goes to the Games menu.





Goes to My Word List.



Goes to the Tools menu.

Viewing a Demonstration or Tutorial


1. Press **MENU**.
2. Use the arrow keys to highlight  and press **ENTER**.
3. Press  to highlight either *Tutorial* or *View Demo* and press **ENTER**.
To stop the demonstration or exit from the *Tutorial* and go to the Word Entry screen, press **CLEAR**.

To go to the main menu, press **MENU**.

When a book card is installed in your product, select *View Demo* from the Setup menu to see the demonstration for that card.

Changing the Settings


When using this dictionary, you can activate the *Learn a Word* feature, adjust the screen contrast, the shutoff time, and the type size. The shutoff time is how long your product stays on if you forget to turn it off. *Learn a Word* helps you increase your vocabulary by displaying a different headword and definition each time you turn on your dictionary.

1. Press **MENU** in the dictionary, thesaurus, Databank, Calculator, or Converter.
2. Use the arrow keys to highlight  and press **ENTER**.
3. *Settings* will be highlighted. Press **ENTER** to select it.



4. Press \uparrow or \downarrow to move \blacktriangleright to *Learn a Word*, *Contrast*, *Shutoff*, or *Type Size*.
5. Press \uparrow or \downarrow to change the setting.
Your changes are automatically saved.
6. Press **ENTER** when done.
Press **CLEAR** to return to the Word Entry screen.

Finding Dictionary Entries

1. Touch **DICT**.
Or you can press **MENU**, highlight , and press **ENTER**.
2. Type a word.



To erase a letter, press **BACK**. To type a capital, hold **CAP** and press a letter key.
To type a hyphen, hold **FN** and press **J**.

3. Press **ENTER** to view the definition.

4. Press **↵** or **SPACE** to read the definition.
5. Hold **FN** and press **→** or **←** to view the next or previous definition.
6. Press **CLEAR** when done.

✓ Choosing Multiple Forms

Some words in this dictionary have more than one form (e.g. *resume*, *resumé*). When the word you are looking up has multiple forms, the different forms appear in a list. Simply highlight the form you want and press **ENTER** to see its dictionary entry. For example, enter *dutch* at the Word Entry screen. Highlight the form you want and press **ENTER** to see its dictionary entry. To go back to the Multiple Forms list, press **BACK**.

✓ Correcting Misspellings

If you enter a misspelled word, a list of corrections appears.



Highlight the word you want and then press **ENTER** to see its dictionary entry.

✓ Understanding Definitions

Dictionary entries consist of headwords, parts of speech, and definitions. Other forms of the word may follow the headword. After the translation or definition, you may see a list of usage examples.

Using the Thesaurus

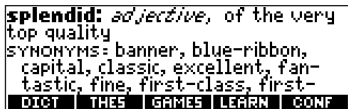
1. Touch **THES**.

Or you can press **MENU**, highlight , and press **ENTER**.




2. Type a word.

To erase a letter, press **BACK**. To type a capital, hold **CAP** and press a letter key.
To type a hyphen, hold **FN** and press **J**.

3. Press **ENTER** to view the thesaurus entry.



splendid: *adjective*, of the very top quality
synonyms: banner, blue-ribbon, capital, classic, excellent, fantastic, fine, first-class, first-
DICT **THES** **GAMES** **LEARN** **CONF**

4. Press  or **SPACE** to read the entry.
5. Hold **FN** and press  or  to view the next or previous thesaurus entry.
6. Press **CLEAR** when done.

✓ Understanding Thesaurus Entries

A thesaurus entry consists of a group of synonyms, antonyms and classmates.

Synonyms are words that have similar meanings, e.g. *happy/joyous*. Antonyms are words that have the opposite meaning of the word being defined, e.g., *happy/unhappy*.

Classmates are words that are related in some way to the word being defined, e.g. *octagon/polygon, triangle, rectangle, pentagon....*

✓ Understanding Flashing Messages

When you first see a definition, notice the upper right corner of the screen. Often either **THES** or **CONF** (or both) will flash briefly. **THES** means the word you looked up has a thesaurus entry.

If you see **THES** flash, touch **THES** to view the thesaurus entry.

CONF means the word you looked up has a confusable. If you see **CONF** flash, touch **CONF** to view the confusables.

✓ Understanding Confusables

Confusables are homonyms, homophones and spelling variants that are easy to confuse, e.g. *rain*, *reign*, *rein*. If the word you looked up is a confusable, **CONF** will flash once in the upper right of the screen. Touch **CONF** to view the confusables.



Highlighting Words

Another way to look up words is by highlighting them in dictionary entries, thesaurus entries or word lists. You can then find *their* definitions, thesaurus entries, or add them to *My Word List*.

1. At any text, press **ENTER** to start the highlight.

To turn the highlight off, press **BACK**.

2. Use the arrow keys to move the highlight to the word you want.

To ...

Press or Touch...

define the word

ENTER

view the thesaurus entry

THES


add word to *My Word List*

LEARN

3. Press **CLEAR** when done.

Finding Letters in Words

If you are uncertain about how to spell a word, type a question mark (?) in place of each unknown letter. To find prefixes, suffixes, and other parts of words, type an asterisk (*) in a word. Each asterisk stands for a series of letters. **Note:** If you type an asterisk at the beginning of a word, it may take a little while to find the matching words.

1. Touch **DICT**.
2. Type a word with ?s and *s.
To type an asterisk, hold down **CAP** and press ?.
3. Press **ENTER**.
4. Press  to move the highlight to the word you want and press **ENTER** to view its definition.
5. Press **CLEAR** when done.

Using Learning Exercises

Using Learning Exercises, you can test your spelling, improve your vocabulary, and browse a list of words that commonly appear on the Scholastic Assessment Test.

Using My Word List

You can save up to 40 words total in *My Word List* for personal study or review. The list is saved between sessions unless the batteries run out of power or your product is reset.

Adding Words from the Exercises Menu

1. Touch **LEARN**.

Or you can press **MENU**, highlight , press **ENTER** and skip to step 3.

2. Highlight *My Word List* and then press **ENTER**.



A screenshot of a handheld device's menu. At the top, 'My Word List' is highlighted in a box. Below it are three options: 'View List: Empty', 'Add a Word', and 'Delete a Word'. At the bottom is a row of five buttons: 'DICT', 'THES', 'GAMES', 'LEARN', and 'CONF'.

3. Press  or  to highlight *Add a word* and press **ENTER**.



A screenshot of a handheld device's screen for adding a word. It says 'Enter word to add:' at the top. Below is a text input field with a cursor. At the bottom is a row of four buttons: 'DICT', 'THES', 'GAMES', and 'LEARN'.

4. Type a word you want to remember or use later.
5. Press **ENTER** to add the word.
6. Press **CLEAR** when done.

Adding Words from the Word Entry Screen

You can also add words to *My Word List* directly from the Word Entry screen.

1. Touch **DICT**.
2. Type the word you want to add to your word list (e.g., *elegant*).
3. Touch **LEARN**.



Add ... will be highlighted.

4. Press **ENTER** to add the word.
5. Press **CLEAR** to return to the Word Entry screen.

✓ Adding Highlighted Words

You can also add words to *My Word List* from definitions and correction lists. First highlight a word and then touch **LEARN**. *Add “your word”* will be highlighted. Press **ENTER** to add the word.

Viewing *My Word List*

1. Touch **LEARN**.


Or you can press **MENU**, highlight , press **ENTER** and skip to step 3.

2. Highlight *My Word List* and then press **ENTER**.
3. *View List:...* will be highlighted. Press **ENTER** to view the list.
View List: Empty will be displayed if the list is empty.
4. Highlight a word on the list.
5. Press **ENTER** to view its definition(s).

Removing a Word from *My Word List*

1. Touch **LEARN**.

Or you can press **MENU**, highlight , press **ENTER** and skip to step 3.

2. Highlight *My Word List* and then press **ENTER**.
3. Highlight *Delete a Word* and press **ENTER**.
4. Use  to highlight the word you want to remove.
5. Press **ENTER** to delete that word.

Erasing *My Word List*

1. Touch **LEARN**.

Or you can press **MENU**, highlight , press **ENTER** and skip to step 3.

2. Highlight *My Word List* and then press **ENTER**.

3. Highlight *Erase the List* and press **ENTER**.

Press **Y** to erase the list or press **N** to cancel.

✓ Adding Words Not in This Dictionary

When you add a word not in this dictionary, you're given three options: *Add Anyway*, *Cancel* and *Correction List*. Highlight the option you want and press **ENTER**.

Caution: Adding words that are not in this dictionary uses considerably more memory than adding words that are. If you add only words that are not in this dictionary, *My Word List* may contain as few as 10 words.

Playing The Games

You have nine fun games to choose from.

Changing Game Settings

Before you play, you can choose the source and size of the words, the skill level, and whether or not graphics will be used.

1. Touch **GAMES**.

Or you can press **MENU**, highlight , and press **ENTER**.

2. Hold down **CAP** and press  to highlight *Game Settings* and press **ENTER**.

3. Use  or  to move  to *Words*, *Skill* or *Graphics*.

Words chooses the source of the words: *All of them*, *SAT Word List*, *My Word*

List, or Enter your own.

Skill determines how easy or difficult a game is.

4. Use ⬅ or ➡ to change the setting(s) you want.
5. Press **ENTER** when done.

Selecting a Game

In the Games list, use ⬅ or ➡ to move the highlight to the game of your choice and press **ENTER**.

Getting Help in the Games

During any game you can read instructions by pressing **HELP**.

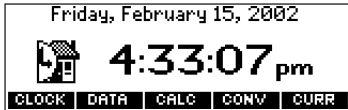
In all games except Tic Tac Toe and Link Four you can get a hint by holding **CAP** and pressing **?** or reveal the game word by pressing **?**.





Note: If you reveal the game word, you lose the round.

Using the Clock

The Clock displays the current time and date. You can save two times: Home time and World time.

1. Press .



2. Touch **CLOCK** to toggle between Home time and World time.
3. From Home time, press **ENTER** to set the time and date.
4. Use  and  to scroll through the options in the highlighted field.
5. Use  and  to move to another field.
6. Press **ENTER** when done.
Press **CLEAR** to exit without saving the settings.
7. Touch **CLOCK** to toggle to World time.
8. Set the World time the same way you set the Home time.

Using the Databank

Adding Entries

You can store as many as 100 names and telephone numbers and addresses in the Databank. The total number of names you can add depends on the size of each entry.

1. Press .
2. Touch **DATA**.




3. Highlight *Add an Entry* and then press **ENTER**.
4. Type a name and press **ENTER**.
5. Type a phone number and press **ENTER**.

Note: **Q-P** will type numbers **0-9** automatically. To type a letter from this row, hold **FN** and press the letter key. To type a hyphen, hold **FN** and press **J**.


6. Type a postal address or e-mail address and press **ENTER**.
To type an @, hold **FN** and press **M**.
7. Press **MENU** to go to the dictionary.

Viewing or Editing Entries

1. Press .

2. Touch **DATA**.
3. Highlight *View: XX entries (XX% free)* and then press **ENTER**.
4. To edit an entry, highlight it and press **ENTER**.
Type your changes. Use  to move the cursor; use **BACK** to delete.
5. Press **ENTER** to move to the number field.
Press **ENTER** twice to move to the address field.
6. Press **ENTER** again to save your changes or hold down **FN** and press **BACK** to cancel your changes.
7. Press **MENU** to go to the dictionary.


Deleting Entries

1. Press .
2. Touch **DATA**.
3. Highlight *Delete an Entry* and then press **ENTER**.
4. Highlight the entry you want to delete and press **ENTER**.
5. To delete all databank entries, highlight *Erase the List* in the Databank Menu and then press **ENTER**.
Press **Y** to erase all databank entries or **N** to cancel the deletion.
6. Press **MENU** to go to the dictionary.


Using a Password

You can use a password to prevent unauthorized access to the Databank. **Warning!**

Always write the password in a safe, separate location. If you lose or forget the password, you will be able to use the Databank again only by removing the batteries from your BOOKMAN, which will permanently erase all the information stored in the Databank.

1. Press .
2. Touch **DATA**.
3. Highlight *Set password* and then press **ENTER**.



4. Type a password of up to eight characters and press **ENTER**.
Use  to move the cursor; use **BACK** to delete.
5. Press **C** to confirm or **CLEAR** to cancel the password.
The password you set will be requested the first time that the Databank is used during a session.
6. To change the password, repeat Steps 1-5.
To remove a password, press **ENTER** at the blank password screen.
7. Press **MENU** to go to the dictionary.

Using the Calculator

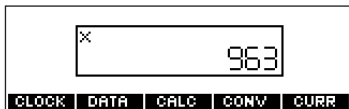
1. Press .
2. Touch **CALC**.



3. Type a number.

Note: **Q-P** will type numbers **0-9** automatically. You can type up to 10 digits. To type a decimal, press **G** (.). To change the sign of a number, press **Z** (+/-).

4. Press a math function key.



5. Type another number.
6. Press **ENTER**.

To repeat the calculation, press **ENTER** again.

To Calculate...

Press...

reciprocals

FN+A

squares	FN+D
percentages	FN+F
square roots	FN+S
negative numbers	FN+Z

- Press **CLEAR** to clear the current calculations.
- Press **MENU** to go to the dictionary.

Using the Calculator Memory

- In the Calculator, make a calculation or type a number.
- To add the number on the screen to the number stored in memory, press **X (M+)**. To subtract the number on the screen from the number stored in memory, press **C (M-)**.

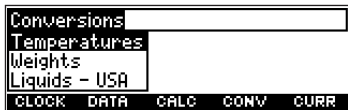



M indicates the number is stored in memory.

- To retrieve the number from memory, press **V (MR)**.
- To clear the memory, press **B (MC)**.



Using the Metric Converter

1. Press .
2. Touch **CONV**.




3. Use  to select a conversion category (e.g., *Weights*).
4. Select a conversion (e.g., *grams/ounces*).



5. Type a number after one of the units.
Note: **Q-P** will type numbers **0-9** automatically. Press  or  to move between the lines. Press **BACK** to delete a number.
6. Press **ENTER** to convert it.
7. Press **CLEAR** to clear the current conversion.
8. Press **MENU** to go to the dictionary.

Using the Currency Converter



1. Press .
2. Touch **CURR.**



Exchange Rate: ■
Home:
Other:

CLOCK DATA CALC CONV CURR

The screenshot shows a simple text-based interface. At the top, there are three labels: 'Exchange Rate: ■', 'Home:', and 'Other:'. Below these labels are three empty input fields. At the bottom of the screen, there is a horizontal bar containing five buttons labeled 'CLOCK', 'DATA', 'CALC', 'CONV', and 'CURR'.

3. Enter a conversion rate.
The rate should be in units of the other currency per one unit of the home currency (n other/1 home).
4. Enter an amount for the home or other currency.
Press  or  to move between the lines. Use **BACK** to delete a number.
5. Press **ENTER** to convert it.
6. Press **CLEAR** to clear the current conversion.
7. Press **MENU** to go to the dictionary.

Transferring Words Between Books

This dictionary can transfer words with certain other BOOKMAN book cards. To send a word to another book, you must first install a book card in your product, and that book card must be able to send or receive words. To learn if a book card can send or receive words, read its User's Guide.

1. Highlight a word in this dictionary.

To highlight a word in a dictionary entry, press **ENTER** to start the highlight, and use the arrow keys to move the highlight to the word you want.

2. Hold **FN** and press **CARD**.
3. Highlight the icon of the other book.
4. Press **ENTER**.

The word you highlighted appears in the other book.

5. Press **ENTER** again, if needed, to search for that word.

Resetting Your Product

If the keyboard fails to respond, or if the screen performs erratically, perform a system reset by following the steps below.

1. Hold **CLEAR** and press .

If nothing happens, try Step 2.

2. Use a paper clip to gently press the reset button on your unit.

The reset button is recessed in a pin-sized hole to the right of the book card slot.

Warning! Pressing the reset button with more than light pressure may permanently disable your product. In addition, resetting product erases settings and information entered in its built-in book, and in an installed bookcard.

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Model MWD-1450: Merriam-Webster® Dictionary & Thesaurus

- Batteries: two CR-2032 3 volt lithium
- Size: 13.6 x 8.75 x 1.55 cm

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FOR HOME OR OFFICE USE.

U.S. Patents 4,490,811; 4,830,618; 4,891,775; 5,113,340; 5,203,705; 5,218,536; 5,497,474; 4,982,181; 5,295,070; 5,627,726; 5,895,463; 5,153,831; 5,249,965; 5,321,609; 5,396,606

German Patent: M 9409744.5

Euro. Pat.: 0 136 379

PATENTS PENDING.

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FCC Notice

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

NOTE: This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.

NOTE: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

This unit may change operating modes due to Electrostatic Discharge. Normal operation of this unit can be re-established by pressing the reset key, , or by removing/replacing batteries.

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FRANKLIN ELECTRONIC PUBLISHERS, INC.

ATTN: SERVICE DEPARTMENT

ONE FRANKLIN PLAZA

BURLINGTON, NJ 08016-4907

IF YOU RETURN A FRANKLIN PRODUCT, PLEASE INCLUDE A NOTE WITH THE RMA, YOUR NAME, ADDRESS, TELEPHONE NUMBER, A BRIEF DESCRIPTION OF THE DEFECT AND A COPY OF YOUR SALES RECEIPT AS PROOF OF YOUR ORIGINAL DATE OF PURCHASE. YOU MUST ALSO WRITE THE RMA PROMINENTLY ON THE PACKAGE IF YOU RETURN THE PRODUCT, OTHERWISE THERE MAY BE A LENGTHY DELAY IN THE PROCESSING OF YOUR RETURN. WE STRONGLY RECOMMEND USING A TRACKABLE FORM OF DELIVERY TO FRANKLIN FOR YOUR RETURN.

Limited Warranty (EU and Switzerland)

This product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin for a period of two years from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products purchased outside the European Union and Switzerland that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This guarantee does not affect the consumer's statutory rights.

Limited Warranty (outside U.S., EU and Switzerland)

This product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin for a period of one year from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products purchased outside the United States, the European Union and Switzerland that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This guarantee does not affect the consumer's statutory rights.